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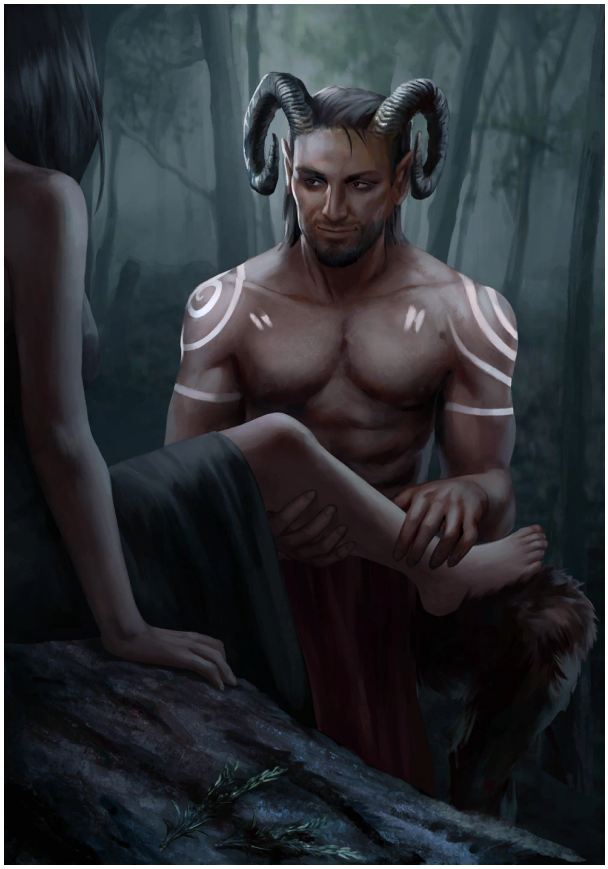

in: Canon Expansions, Witcher190, Adalwulf of Aedirn,
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Incubus

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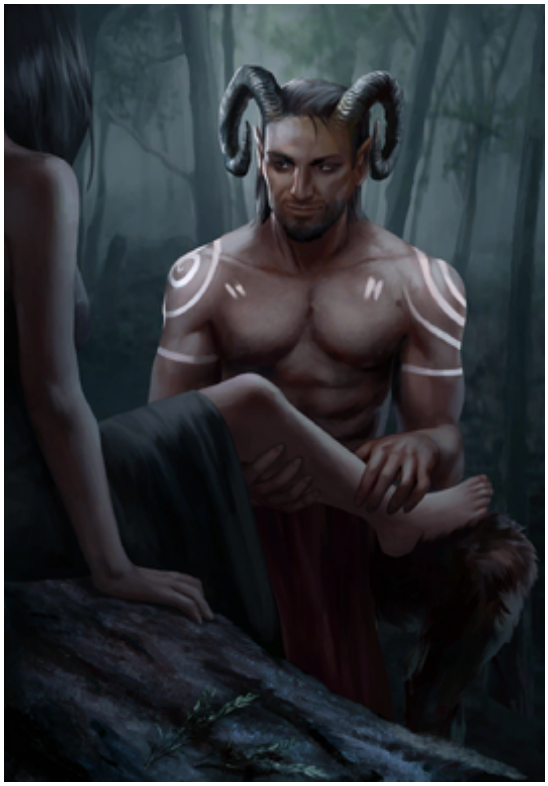
This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Succubus**.

This fan-fiction article, **Incubus**, was written by Witcher190 and Adalwulf of Aedirn. Please do not edit this fiction without the writers' permission.

Incubus



Taxonomy

Monster Classification

Heteromorphic Race
Hybrid

Danger Level

Low

Domain

Eukaryota

Kingdom

Animalia

Phylum

Chordata

Class

Mammalia

Order

Teleroprimata

Family

Telerocervuae

Genus

Cervutaurus

Species

Cervutarus Sapiensis

Related Species

Winged Incubus
Arch-incubus

Physiology

Height

Human-like

Weight

Human-like

Ecology

Lifespan

Similar to that of the arch-succubus

Intelligence

Sentient

Nature

Relatively peaceful

Range

Around the world

Habitat

Try to live close to their prey, near towns and villages. Some incubi inhabit cities.

Diet

Omnivorous

Prey

Humans females and ocassionally elven, rarely member of other races

Predators

Witchers (sometimes)

A **Cervutaurus Sapiensis** or **incubus** (plural: incubi) is a creature, often considered a demon, that appears as a highly attractive man seducing human and sometimes elven or more rarely females of other races. Initially, it manifests in dreams but can eventually appear physically. Incubi are interested only in women who have already come of age. Their female counterpart is the succubus. Incubi are not particularly violent, but they draw energy from their victims to sustain themselves, often to the point of the woman's exhaustion or death.

- 1 Physiology
- 2 Biology

- 3 Behaviors
- 4 Abilities
  - 4.1 Hypnotic Charm
  - 4.2 Energy Drain
  - 4.3 Telepathy
  - 4.4 Regeneration
  - 4.5 Enhanced Strength and Agility
  - 4.6 Magic Resistance
- 5 Slaying
- 6 Notable Incubi
- 7 Image Credits
- 8 Trivia

Physiology

An incubus is the male equivalent of a succubus, ranging from slim and well-muscled to large and stoic. They generally look like attractive men with a furred lower half, a tail that protrudes from around where a human's tailbone would be, and cloven hooves. Their heads usually have a pair of horns that differ between individuals, and they have sigils on their skin, usually on their chest or arms, resembling tattoos. However, some subspecies of the incubus, like the Winged Incubus have retractable, almost demon-like wings instead of goat legs.

Sometimes, incubi are confused with another humanoid goat-like creature, the sylvans. However, incubi are less hairy, more human-like, and more beautiful. Common folk may also confuse incubi with fauns. However, unlike sylvans and incubi, fauns have traits that suggest, thar despise having a common ancestor with the incubi, they evolved from a close bull or cow ancestors, similar to the huldras, who are believed to be the female counterparts of fauns.

Biology

After extensive studies, it has been discovered that incubi and succubi are distant cousins of fiends and chorts. They were the only ones who gained sentience in their original world before the First Conjunction of the Spheres. This would explain their goat legs and horns, as evolutionary remnants with their distant cousins, and abilities, which are similar in some ways to the third eyes that fiends possess for hypnotizing.

Some theorize that the almost-human appearance that they have indicates the existence of humans in their world of origin, as a form of convergent evolution. This theory posits that the presence of humans or human-like creatures in their original world influenced the evolutionary path of incubi and succubi, leading them to develop traits that would be attractive and familiar to human females and males. This convergence in physical appearance suggests a shared evolutionary pressure to appeal to human aesthetics, thereby increasing their effectiveness in seduction and energy extraction.

Behaviors

Incubi behave similarly to succubi, using their attractiveness and charm to seduce their victims. They engage in intimate relationships with their targets, drawing life energy to sustain themselves. This parasitic relationship, while not immediately harmful, can lead to the gradual deterioration of the victim's health and vitality. Incubi are known to be highly intelligent and cunning, often using psychological manipulation and enchantment to achieve their goals.

Abilities

Hypnotic Charm

Incubi have a powerful hypnotic charm that allows them to captivate and manipulate their victims. This charm can make their targets more susceptible to suggestion, lowering their defenses and making them more willing to comply with the incubus's desires. This ability is particularly effective in dream states, where the incubus can fully control the dream environment to seduce and manipulate their victim.

Energy Drain

One of the primary abilities of an incubus is their capacity to drain energy from their victims. During intimate contact, an incubus draws life energy, which they use to partially sustain themselves since this energy is for them akin to certain salts and minerals for the human body. This energy drain can lead to extreme fatigue, weakness, and eventually death if the victim is continuously exposed. The process is often pleasurable for the victim initially, which makes them less likely to resist, but over time it leads to severe physical and mental deterioration.

Telepathy

Incubi can communicate telepathically with their victims, especially when they are in a dream state. This telepathic link allows them to plant thoughts, ideas, and emotions directly into the minds of their targets, further enhancing their control and influence. This ability is also useful for sensing the thoughts and desires of their victims, making it easier for the incubus to tailor their seduction strategy.

Regeneration

Incubi have accelerated healing abilities that allow them to recover quickly from injuries. While not invulnerable, their regenerative capabilities mean that they can heal wounds much faster than humans, making them difficult to defeat in combat. This regeneration is fueled by the energy they drain from their victims, so an incubus who has recently fed will be more resilient and harder to kill.

Enhanced Strength and Agility

Physically, incubi are much stronger and more agile than ordinary humans. This enhanced physical prowess makes them dangerous opponents in a fight. They can overpower most humans with ease, and their agility allows them to dodge attacks and move with incredible speed and grace.

Magic Resistance

Incubi have a natural resistance to many forms of magic, particularly mind-altering spells such as the Axii Sign. This resistance makes them difficult to control or manipulate through magical means, requiring those who face them to rely on physical combat or negotiation. However, unlike their female counterparts, they do not have the ability of being spell-slingers in their own right.

Slaying

Given that incubi are sentient beings, it is often unnecessary to kill them. A witcher might attempt to bargain with an incubus, appealing to their reason or negotiating terms for coexistence. However, if violence becomes unavoidable, a combination of hybrid oil on a silver sword and the Quen Sign can be effective. Hybrid oil enhances the effectiveness of the silver sword against hybrid creatures like incubi. The Quen Sign provides a protective shield, mitigating the incubus's attacks. Like succubi, incubi are immune to the Axii Sign, which means they cannot be easily controlled or influenced by it.

When dealing with incubi, understanding their nature and behaviors can be more advantageous than resorting to combat, as negotiation or outsmarting them might resolve conflicts without bloodshed. Incubi, being sentient and intelligent, may respond to reason and diplomacy, allowing for peaceful resolutions and mutual agreements.

Notable Incubi

- Alu
- Boid
- Braxel
- Eiziger
- Fyzneth
- Intimaku
- Kylihr
- Kyloth
- Lilu
- Lyron
- Nyraris
- Torrenar

Image Credits

Incubus Gwent Card Art by Sandra Chlewinska

Trivia

Eiziger and Boid are references to two members of the band Incubus.